



KAIST FALL 2025

CS473: INTRO TO SOCIAL COMPUTING

SOCIAL.CSTLAB.ORG

Class 05: Interactions I

2025.09.16
Joseph Seering

ADMINISTRATIVE NOTES

- Reminder to please submit your reading responses by 11:59PM on Mondays on Campuswire.
 - 1 Multiple choice and 1 short answer question
- Attendance sheet will be in front of class at the start of each class. Please sign in.
- Looking ahead: DPM #1: Ideation studio 09/23

DESIGN PROJECT MILESTONE #1: IDEATION

Deliverables:

- In-class studio presentation on 09/23.
 - 5 mins presenting / 5 mins Q&A
 - All team members must participate in the presentation
- Report due by midnight 09/24.

The studio presentation is basically a draft/summary of the report. It's the same content, but presented for discussion. You should incorporate feedback from the studio into your report.

DESIGN PROJECT MILESTONE #1: IDEATION

What you need to do:

1. Problem statement
2. Problem background – (How do we know this problem exists?)
3. Motivation – (Why use social computing to solve this?)
- ...
4. How Might We (HMW) Questions
5. Solution ideas
6. Storyboards

WARNING!

- Be careful not to be solution-driven! Especially in DP1!
- Storyboards: GenAI is okay, BUT
 - You aren't being graded on your artistic skill anyway
 - The focus is on how well the storyboard shows the user journey with your solution
 - A vague, AI-generated storyboard will get a much lower grade than a specific, clear hand-drawn storyboard, even if the AI-generated storyboard looks much nicer.
- For AI-generated storyboards, you will be required to include the prompt in your report and also answer a reflection question.

TA ASSIGNMENTS FOR TEAMS

soc-err	DaEun Choi (daeun.choi@kaist.ac.kr)
Dream Team	
3.4cycle	
The Rickrollers	Junho Myung (junho00211@kaist.ac.kr)
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Teamu	